



Name		Callsign	
Player		Allegiance	
Storyguide		Profession	
Story		Race	
Virtue		Flaw	

Attribute	Rating	Feat Level
Agility		
Intellect		
Perception		
Presence		
Strength		
Tenacity		

Actions	
Movement	
Reflex	
Orgone	
Vitality	
Drama Points	

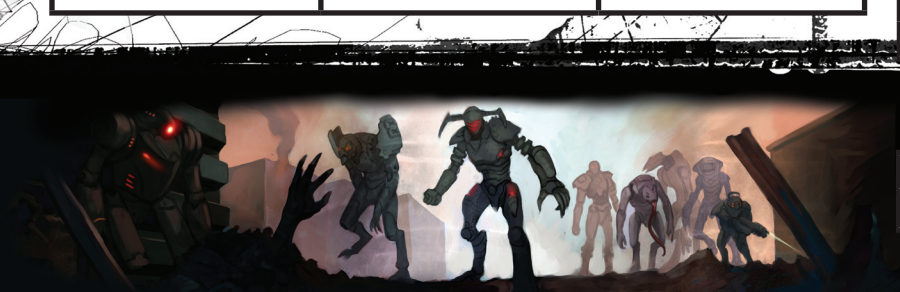
Total	
Unspent	

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Gender	
Age	
Height	
Weight	
Hair	
Eyes	
Coloring	
Dist. Features	
Birthday	
Place of Birth	

Assets
Drawbacks


Points	
Discorders	





POSSESSIONS	
Gear (Carried)	
Gear (Owned)	

SPELLS			
First Order	Type	Effect	Cost
Second Order	Type	Effect	Cost
Third Order	Type	Effect	Cost

TAGER		
Manifestation		
Regeneration		
Fear Factor		
Shifted Attributes	Level	Feat
Agility		
Perception		
Strength		
Tenacity		
Actions		
Movement		
Reflex		
Vitality		

ARMOR	
Type	Protection

WEAPONS			
Type	Damage	Shots/Rounds	Range

WOUNDS					
Level	Vitality	Current	Effect	Tager Vitality	Tager Current
Flesh			None		
Light			-1 Test Penalty		
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half		
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone		
Death's Door			Unconscious & Dying		